

SNPRINTF

Be careful with string formatting operations.

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Part "Original Cigital Coding Rule in XML"

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Attack Category	<ul style="list-style-type: none">• Malicious Input
Vulnerability Category	<ul style="list-style-type: none">• Buffer Overflow• Format string• No Null Termination
Software Context	<ul style="list-style-type: none">• String Formatting
Location	<ul style="list-style-type: none">• <code>stdio.h</code>
Description	<p>Writes into the character string <code>str</code> the result of formatting according to the string format (identical to <code>printf</code> format) the arguments following the string format. The string <code>str</code> is truncated to at most <code>size-1</code> characters and <code>'\0'</code> is added at the end of the string. Returns the number of characters that would have been written if the string <code>str</code> were unlimited.</p> <p>Unfortunately, <code>snprintf()</code>'s variants have additional problems and are thus EXTREMELY unportable.</p> <p>Officially, <code>snprintf()</code> is not a standard C function in the ISO 1990 (ANSI 1989) standard, though <code>sprintf()</code> is, so not all systems include <code>snprintf()</code>. Even worse, some systems' <code>snprintf()</code> do not actually protect against buffer overflows; they just call <code>sprintf</code> directly. Old versions of Linux's <code>libc4</code> depended on a "libbsd" with serious security shortcomings, and apparently some old HP systems did the same. Linux's current version of <code>snprintf</code> is known to work correctly, that is, it does actually respect the boundary requested. The return value of <code>snprintf()</code> varies as well; the Single Unix Specification (SUS) version 2 and the C99 standard differ on what is returned by <code>snprintf()</code>. Finally, it appears that at least some versions of <code>snprintf</code> don't guarantee that its string will end in <code>NULL</code>; if the string is too long, it won't include <code>NULL</code> at all. Note that the <code>glib</code> library (the basis of <code>GTK</code>, and not the same as the GNU C library <code>glibc</code>) has a <code>g_snprintf()</code>, which has a consistent return semantic, always null-terminates,</p>

1. <http://buildsecurityin.us-cert.gov/bsi-rules/35-BSI.html> (Barnum, Sean)

	and most importantly always respects the buffer length. In general, snprintf 1. can return a negative number if the buffer is too small 2. can return the number of bytes that it should have written 3. might not null terminate the string 4. might null terminate the string Note: snprintf() is a good substitute for strcat() and similar string concatenation jobs because it takes a maximum buffer size, not just a limit on characters to write (i.e. the user does not need to keep track of it).																																						
APIs	<table><tr><th>Function Name</th><th colspan="2">Comments</th></tr><tr><td>_snprintf</td><td colspan="2">fmt: 2; src 3 variable;</td></tr><tr><td>_sntprintf</td><td colspan="2">fmt: 2; src 3 variable;</td></tr><tr><td>_snwprintf</td><td colspan="2">fmt: 1; src: 3 variable;</td></tr><tr><td>_vsnprintf</td><td colspan="2">fmt: 2; src 3 variable;</td></tr><tr><td>_vsntprintf</td><td colspan="2">fmt: 2; src 3 variable;</td></tr><tr><td>_vsnwprintf</td><td colspan="2">fmt: 2; src 3 variable;</td></tr><tr><td>snprintf</td><td colspan="2">fmt: 2; src: 3 variable;</td></tr><tr><td>snwprintf</td><td colspan="2">fmt: 1; src: 3 variable;</td></tr><tr><td>vsnprintf</td><td colspan="2">fmt: 1; src: 3 variable;</td></tr><tr><td>wnsprintf</td><td colspan="2">fmt: 1; src: 3 variable;</td></tr><tr><td>wvnsprintf</td><td colspan="2">fmt: 1; src: 3 variable;</td></tr></table>			Function Name	Comments		_snprintf	fmt: 2; src 3 variable;		_sntprintf	fmt: 2; src 3 variable;		_snwprintf	fmt: 1; src: 3 variable;		_vsnprintf	fmt: 2; src 3 variable;		_vsntprintf	fmt: 2; src 3 variable;		_vsnwprintf	fmt: 2; src 3 variable;		snprintf	fmt: 2; src: 3 variable;		snwprintf	fmt: 1; src: 3 variable;		vsnprintf	fmt: 1; src: 3 variable;		wnsprintf	fmt: 1; src: 3 variable;		wvnsprintf	fmt: 1; src: 3 variable;	
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Method of Attack	An attacker could potentially input an excessively long string that when used by snprintf() could result in a buffer overflow. The snprintf() and _snprintf() functions are generally non-portable.																																						
Exception Criteria																																							
Solutions	<table><tr><th>Solution Applicability</th><th>Solution Description</th><th>Solution Efficacy</th></tr><tr><td></td><td>Portability is generally sacrificed if snprintf is used. 1. Thorough analysis (string testing) of buffer overflow and all error scenarios and</td><td></td></tr></table>			Solution Applicability	Solution Description	Solution Efficacy		Portability is generally sacrificed if snprintf is used. 1. Thorough analysis (string testing) of buffer overflow and all error scenarios and																															
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	<p>verification of return values must be done.</p> <p>2. snprintf() CAN BE safer than sprintf, depending on how snprintf() was implemented. The most serious problem with snprintf() can occur when snprintf() is implemented simply by calling sprintf().</p> <p>Therefore the best solution for protecting snprintf() (in a generally portable manner) is to perform the bounds checking solutions as described in sprintf(). (See sprintf() rule.)</p>
Signature Details	<pre>int snprintf(char *str, size_t size, const char *format, ...);</pre>
Examples of Incorrect Code	<pre>/* Again, the real problem with snprintf() has to do with portability. */ /* Generally snprintf can be safer than sprintf(), but it is not guaranteed */ /* based on the implementation. Therefore any use of snprintf() that doesn't */ /* incorporate application based bound checks are thus vulnerable */ [...] snprintf(dst, sizeof(dst) - 1, "%s", src) /* and see below */ [...]</pre>

Examples of Corrected Code	<pre> /* See sprintf() rule */ /* and additionally */ if (snprintf(dst, sizeof(dst) - 1, "%s", src) > sizeof(dst) - 1) { /* Overflow */ ... } </pre>	
Source References	<ul style="list-style-type: none"> Howard, Michael & LeBlanc, David C. <i>Writing Secure Code, 2nd ed.</i> Redmond, WA: Microsoft Press, 2002, ISBN: 0735617228. http://howtos.linux.com/howtos/Secure-Programs-HOWTO/dangers-c.shtml 	
Recommended Resource		
Discriminant Set	Operating Systems	<ul style="list-style-type: none"> Windows UNIX Linux HP-UX
	Languages	<ul style="list-style-type: none"> C C++

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